

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

TRADEMARKS

Bertie Bott's Every Flavour Beans™, Chocolate Frogs™, Diagon Alley™, Eeylops Owl Emporium™, Floo Powder™, Gryffindor™, The Golden Snitch™, Gringotts™, Hagrid™, Rubeus Hagrid™, Harry Potter™, Harry Potter and The Chamber of Secrets™, Hedwig™, Hogwarts™, Gilderoy Lockhart™, Draco Malfoy™, Nimbus Two Thousand™, Madam Hooch™, Quidditch™, Slytherin™, Snape™, Severus Snape™, Professor Snape™, Ron Weasley™, Whomping Willow™.

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MENU CONTROLS

Note: Throughout this manual, all references are to the default control settings. For information on how to customise your controls, see *Input Menu* on p. 16

ACTION	CONTROL
Highlight Menu Items	Move the mouse over the item
Cycle Choices/Move Sliders	Click to select choice or click on slider bar
Select/Go to Next Screen	Left-click option/NEXT SCREEN
Return to Previous Screen	Left-click on Back arrow/Press ESC

GAMEPLAY CONTROLS

Here are the basic controls for your second year at Hogwarts.

ACTION	CONTROL
Move Forwards/Backwards	UP/DOWN arrow keys or W and S
Turn Left and Right	Move mouse (or LEFT/RIGHT arrow keys)
Side-step Left and Right	A (or comma) and D (or full stop)
Jump	Click the right mouse button (right-click) or CTRL
Use Wand	Click the left mouse button (left-click) and hold . Release when aimed at an object to cast spell (or use ALT in the same way – see the <i>Input Menu</i> section on p.16)

Note: You cannot cast a spell if you have not targeted anything.

Action/Talk To	Walk up to the person/object
Look Around	Move the mouse to look around
Drink Potion	Spacebar
Pause Game/View	ESC
In-Game Menu	
View Map	TAB
Skip Cut scene	ENTER

IN WIZARD DUELLING

Move to next Spell	Right-click (or Spacebar) to cycle or press 1 , 2 or 3 .
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IN QUIDDITCH

Fly Up/Down/Left/Right	UP/DOWN/LEFT/RIGHT cursor keys
Grab The Golden Snitch/	Left-click or CTRL
Push opponent	

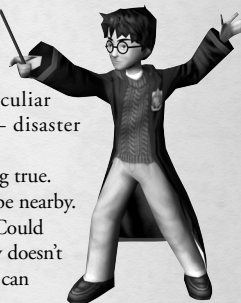
DARE YOU RETURN TO HOGWARTS?

As a young wizard-in-training, Harry Potter can't wait to leave the non-magical world behind and return to Hogwarts School of Witchcraft and Wizardry for his second year. But during the summer holidays, a most peculiar visitor appears in Harry's bedroom with a dire warning – disaster will strike if Harry returns to Hogwarts!

As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur – and Harry always seems to be nearby. Panic reigns, but nobody knows who – or what – is to blame. Could Draco Malfoy be behind the attacks? Is Hagrid involved? Harry doesn't know whom to suspect, but when his fellow pupils find out he can speak Parseltongue, he becomes the number one suspect!

With the help of his best friends, Ron and Hermione, it's up to Harry to solve the mystery and clear his name, before another victim is claimed and Hogwarts is shut down for good!

- For more information about Harry Potter, visit www.harrypotter.com
- For more on *Harry Potter and the Chamber of Secrets* video games, visit www.harrypotter.ea.com



SETTING UP THE GAME

Place the game CD in your PC's primary CD/DVD drive and follow the on-screen installation instructions.

Note: Please refer to the separate enclosed EASY Install Guide for further information or in case of any difficulties with installation.

BEGINNING A NEW GAME

TO START A NEW ADVENTURE:

1. When the Front-end Menu appears, **Click NEW GAME**. The New Game screen appears. Now, **left-click** on an EMPTY slot you wish to use.
2. The introductory sequence begins. Once the introduction has finished, the game loads and begins automatically.

FRONT-END MENU

Click here to begin a new adventure

Choose this option to continue a previously saved game



Adjust Video, Sound and Joystick options

Exit Harry Potter and the Chamber of Secrets and return to Windows

- **Left-click** an option to advance.

GAME SCREEN

After watching the introductory sequence, the game begins with a tutorial to help you get to grips with your second year at Hogwarts.



- To start a conversation, walk up to the people you encounter.
- Remember, you can use the **Mouse** and the arrow keys (or the **W/A/S/D** keys) to alter your view and control Harry's movement at the same time – this could come in handy in tricky situations!
- Press **ESC** to pause the game and open the In-Game Menu. You can view the items you have collected, the number of points you've won for Gryffindor and access all sorts of games options. See *The In-Game Menu* on p. 10 for full details.

Note: The onscreen icons only appear when needed (for example, when you pick up a Challenge star).

ESSENTIAL INFORMATION FOR SECOND YEARS

The information in this section, though by no means exhaustive, provides a good indication of the sort of unfamiliar things students may find useful as they begin exploring Hogwarts castle.

CASTING SPELLS

Casting the correct spell at the correct target is essential, not only for good progress in classes but for other, more risky activities within Hogwarts' ancient corridors and wards.

1. **Left-click** the mouse and hold to prime Harry's wand arm for spell-casting. The sparkling cursor shows what Harry is targeting with his magical powers.



Note: Spells do not have unlimited range. If you are in range, your spell cursor is yellow. If you are out of range, the cursor is red.

2. Use the mouse to move the sparkling cursor over the object you want to target.

3. If you are on target and Harry knows the right spell for that situation, the spell trace appears. Release the mouse button to cast the spell.
4. Sometimes the result of your spell casting is obvious. At other times, it might take a little bit of looking around to see what effect the spell has had.



Tip: Try aiming at all objects you encounter, if you choose well, you might find some surprising secrets or collectibles.

As you'll soon find out, second years can take part in wizard duelling, for which certain spells are well-suited. For more details on this exciting sport and how to play it, see *Wizard Duelling* on p. 13.



JUMPING, CLIMBING AND CLAMBERING

To explore Hogwarts properly, you're going to have to scale a few obstacles and leap some pretty considerable gaps on your way. You should get the hang of it once you arrive at the Whomping Willow, but here is a brief explanation.



TO JUMP

- Run up to a gap and **right-click** the mouse (or press **CTRL**) just before you reach the edge. If the jump is performed properly, you should sail safely to the other side.
- If you fall from a great height, Harry will faint and you must restart from the last save point.

Tip: Don't forget to try running jumps – Harry might be able to grab ledges that are further away.



Note: If you prefer, you may set the 'AUTO JUMP' option from the In-Game Menu. Once set, Harry can run up to an edge and automatically jump in the direction in which he's running. Even with AUTOJUMP selected you can still **right-click** or press **CTRL** to make Harry jump.



TO CLIMB



Walk up to an object or obstacle and press forward. You'll climb up or over.



For higher ledges, try jumping at the face of the wall, to see if Harry can get a handhold.

Note: Only certain obstacles can be climbed or jumped. If you can't find a way out, look around for something that could be targeted with a spell that you already know. You never know your luck!

EXPLORE EVERY NOOK AND CRANNY



Hogwarts School of Witchcraft and Wizardry is a magical place, with many hidden areas, switches and pitfalls for the unwary student. If you want to find everything, you must search diligently. Keep an eye out for everything from little gaps in the stonework, to strange or even familiar spell symbols and try targeting objects with Harry's wand.

HARRY'S STAMINA



The Lightning bolt stamina indicator shows how well Harry is. If it reaches the bottom, Harry faints and you must restart from the last Save Book you encountered.



To begin with, Harry only has one Lightning bolt stamina indicator, but if you collect ten Bronze Wizard cards, another Lightning bolt will be added, making Harry a little bit stronger.



Look out for ways to replenish Harry's health. Chocolate Frogs and Wiggeweld potions are amongst the most well-known methods of gaining a welcome boost of stamina!

Note: Some opponents you face also have Stamina Bars that appear at the bottom of the screen.

COLLECTIBLES

BERTIE BOTT'S EVERY FLAVOUR BEANS



You can find these unusual wizard confections all around the castle and grounds. They are hidden in the most unlikely of places but a well-aimed Flipendo will generally dislodge them. Pick them up whenever you see them since they're an important currency amongst your fellow students.



When you pick up a bean, your bean counter appears in the top left hand corner of the screen.



You'll want to trade with other enterprising Hogwarts students so collect as many Bertie Bott's Every Flavour Beans as you can find. Items such as Wizard cards, Potion ingredients and Quidditch equipment are available – at a price.

CHOCOLATE FROGS



When you find a jumping Chocolate Frog, pick it up. If Harry's stamina is less than 100%, it'll give him a helpful boost.

Note: As their name suggests, these magically charmed confections are a bit jumpy, so you'll have to catch them before Harry can eat them.

CHALLENGE STARS



Throughout your adventure, you will attempt to complete many exciting Spell Challenges in order to learn the required wizardry skills and proceed through your second year at Hogwarts. Collecting Challenge Stars during these tasks is vital to your success – the more stars you find, the more points you win for Gryffindor.

- The Spell Challenge Menu is available from the In-Game Menu once you've completed your introduction with Ron.

WIZARD CARDS



The amazing images of renowned witches and wizards on these cards aren't the only things that make them special. Collect them to complete your collection, open secret areas and give Harry permanent stamina increases.



- You can view your collection in the Folio Magi, which is like a sticker album for Wizard cards.
- Each set of ten Bronze cards collected gives Harry an extra lightning bolt of stamina.
- Each set ten Silver cards collected opens a lock on the Gold Wizard Card Challenge.
- The Folio Magi can be opened from the In-Game Menu. Simply, **click** on the Book.

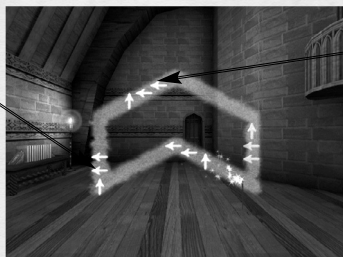
LEARNING NEW SPELLS



You learn your first second year spell in Defence Against the Dark Arts, with the incredibly talented Gilderoy Lockhart. Pay close attention to the lesson and you should be casting second year spells in no time at all. Don't worry, though, Harry hasn't forgotten some very useful spells from his first year at Hogwarts.

- To learn the spells, follow the onscreen prompts.
- Press each arrow key as the sparkling wand passes over it. If you press too late, or press the wrong key, it counts as a miscast. Don't worry, though, just try again.
- You can win more points for Gryffindor if you successfully cast the spell.

If you press the wrong key, don't worry, just try to get as many presses right as possible



Make sure that you press each key when the wand passes over the symbol

- Remember, a steady hand and numerous successes are sure to help you in your efforts to win the House Cup.

Note: You have three attempts at each level to pass the class with flying colours. If you do, you'll earn some valuable house points.

THE IN-GAME MENU



Check your status and access the game's other menus from the In-Game Menu. If you want to see how Gryffindor is doing in the House Cup competition, view your Folio Magi, change options or just take a break, press **ESC** and your Report Card appears.

Note: The game is paused while the In-Game Menu is open.

Unless an option is highlighted, your current objective is shown here



Wiggenweld potion counter



Flobberworm Mucous counter



Wiggentree Bark counter



Go to House Point Menu/Gryffindor house points



Bertie Bott's Every Flavour Beans counter



Secrets discovered/Total number of secrets in level



Challenges Menu



View Folio Magi



View Map



View Wizard Duelling Menu



View Quidditch Menu



Quit Game



View Input Menu



View Sound and Video Menu



Resume Game

WIGGENWELD POTION

You learn how to make this very useful stamina-restoring potion in Severus Snape's Potions lesson. Even if you don't like him, you'd be foolish to miss it.



The crucial ingredients of Wiggenweld potion are Wiggentree bark and Flobberworm mucous. A good supply of these two items will mean Harry can always prepare some more Wiggenweld potion.



Tip: Students at Hogwarts have been known to trade in these items.



HOUSE POINT MENU

As a member of Gryffindor house, you can earn house points in lessons and by accomplishing tasks throughout your adventure. Your aim is to help Gryffindor clinch the House Cup and stop Slytherin from winning the cup for another year!



To see where Gryffindor stands in the race for the House Cup, **click** the shield for the current tallies.

HOUSE POINT CEREMONIES

There are four House Point Ceremonies during the course of the school year, presided over by Headmaster Albus Dumbledore. If Gryffindor is in the lead, you'll get to have a swift session in the bonus bean room. This area of the school is only open, for a short period of time, four times a year. Only the house whose students have shown enough diligence and resolve to take the lead in the School Cup can send a student in.

- Each time you go to the Bonus Bean room, you should use the spells you've learned in an attempt to discover all of its secrets. With only four potential trips during the course of the school year, searching thoroughly would be a wise move.

BERTIE BOTT'S EVERY FLAVOUR BEANS



As you'll soon learn, collecting these magical sweets is a hobby in which most resourceful young wizards indulge. If you collect enough of these strange and wonderful confections, you'll be able to trade them with other students for all sorts of useful items.



Over the years, Bertie Bott's Every Flavour Beans have been found hidden in the most unlikely of places at Hogwarts, so don't forget to search high and low for them.

Tip: Walk up to students who are standing about the castle – they might have something to trade with you!

SECRETS



Hogwarts is full of secrets. Be the first wizard to discover them all! Secrets are tucked away in all sorts of places – behind portraits, under floors, and just about anywhere that looks a bit suspicious. All sorts of wizarding treats can be found in secret areas – Bertie Bott's Every Flavour Beans, Chocolate Frogs and Wizard Cards.

Check the secrets counter to see how many of that level's secrets you have discovered.

CHALLENGES MENU



As you progress through your adventure, you are issued with Spell Challenges that you must complete as quickly as possible. You may view your high score for each challenge in the Challenge menu. If you feel you can do better, you can replay the Challenge:

- If you want to replay the Challenge and perhaps get a higher score, return to the Spell Challenge door marked with a banner showing the spell shape. Improve your score and you could win some extra points for Gryffindor.
- Collecting Challenge Stars in a Challenge level gives you extra time to complete the level.
- The faster you complete a level, the more house points you'll win for Gryffindor. Be aware that you might pass up some rare Wizard cards if you always concentrate simply on gaining the fastest time.

Note: If you master the level, you cannot win more house points through replaying a Challenge.

FOLIO MAGI



Young wizards like to collect Famous Witches and Wizards Cards. These cards depict in vivid detail the most eminent or notable mages from throughout history. The Folio Magi is where your Witches and Wizards Cards are stored for viewing.



Famous Witches and Wizards Cards not only provide an interesting insight into the incredible world of Magical History but they provide all sorts of advantages to the diligent collector.

- To find out more about a specific card, **click** on the small image to enlarge it.
- For every ten Bronze Wizard cards you collect, Harry gets a permanent increase in stamina (up to a maximum of 6 Lightning bolt stamina indicators)
- For every ten Silver Wizard cards you collect, Harry gets a key to a most secret and secure area of Hogwarts. Collect four keys, and you can gain entry to the Gold Wizard card Challenge!



• Collect all the Gold Wizard Cards and complete your set!



The students of Hogwarts are a resourceful and bright bunch of young witches and wizards. They may well have cards that you haven't yet found for the price of a few Bertie Bott's Every Flavour Beans!

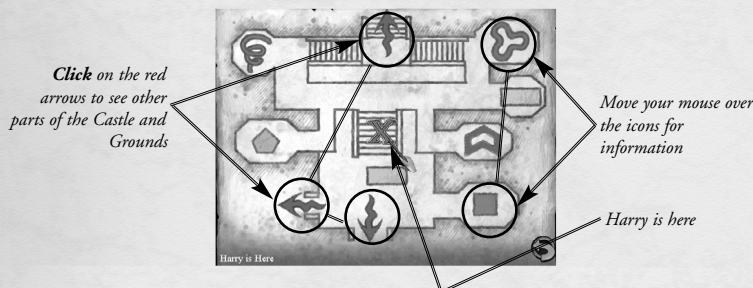
If you are lucky, you might find some real rarities and complete Harry's collection!

MAP



Even second year students can lose their bearings in a place as big as Hogwarts! If you are lost or just want to check your knowledge, **click** on the Map icon and the Map appears.

- To open the Map quickly, press the **TAB** key.



WIZARD DUELLING



Professor Lockhart has started a Duelling Club this year. This exciting diversion from classes gives Harry the chance to win lots of Bertie Bott's Every Flavour Beans and become the top duellist at Hogwarts.

- Click** on the wizard duelling icon in the In-Game Menu to view the wizard duelling rankings.
- There are three spells used in wizard duelling: RICTUSEMPRA – Knocks back opposing duellist; EXPELLIARMUS – Knocks opponent's incoming spell back to them; and MIMBLE WIMBLE – Causes opponent to miscast their next spell.

Once you have been through the wizard duelling tutorial, you can go back and duel as many times as you like.

- Walk up to a student duellist in the room directly before you enter the Great Hall. They'll propose an amount of Bertie Bott's Every Flavour Beans for entry into the duel.
- If you have enough, **click** YES to duel.
- If Harry faints first, you lose your stake. If you triumph, you get to keep your stake and the other student's wager! For full instructions on wizard duelling, see below:



- Use the movement keys (Arrow keys or **W/S/A/D**) to dodge and weave, avoiding the other dueller's spells.
- To cast the selected spell, **left-click** or **ALT**.
- To move to next spell, **right-click** (or **Spacebar**) to cycle or press **1**, **2** or **3**.
- Be aware that as you climb through the ranks of Wizard Duellers, the competition and the arenas get progressively tougher. To check on the rankings, bump into the Wizard Duelling board or **click** the Wizard Duelling icon in the In-Game Menu.

Tip: Timing is everything in Wizard Duelling. As you gain in experience, you'll begin to understand which spells are best used in which situations.

QUIDDITCH



Quidditch is an important part of life at Hogwarts. Not only is it an exciting sport, but it also teaches participants invaluable broom-handling skills that may prove to be very handy away from the Quidditch pitch.

- You take part in the Hogwarts Quidditch League, which is made up of six matches throughout the school year. As the competition progresses, you will face increasingly harder teams until an extremely tough final match.



Once you have been through the Quidditch tutorial, you can go back and play as many times as you like. Simply walk up to the Quidditch board outside the Quidditch Pitch. To play any of the open matches, **click** on them.

Note: You may find broomstick flying easier if you invert the pitch of the Broomstick in the Input Menu, which is in the In-Game Menu.

THE RULES OF QUIDDITCH

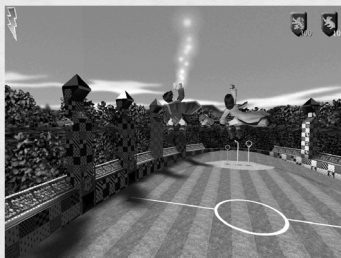
It is the Seeker who can turn a match in an instant by catching the Golden Snitch. To catch it, you'll have to chase it down first.

- Remember to avoid the Bludgers and the other Seeker at all costs. If you collide with anything, you'll lose speed and stamina. You'll also have to start over chasing the Golden Snitch down.
- Stick with the Golden Snitch long enough to gain the opportunity to catch it.

CHASING THE GOLDEN SNITCH



- You automatically follow the Snitch's trail along with the other Seeker. Try to stay with it until the Snitch bar is full. Then **left-click** or use the **CTRL** key to reach out and try to catch it. If you succeed, you'll win the match for Gryffindor!



- When the Snitch bar is full, **left-click** or press **CTRL** to catch it. If you succeed you'll win the match for Gryffindor!
- The other Seeker will do practically anything to catch the Snitch first. If Harry gets pushed, he loses stamina. To push the other Seeker first, get close to him or her and **left-click** or press **CTRL**.

Note: If you faint during the Quidditch League, your team forfeits the match and the opposing team wins.

QUIT GAME



Click this icon to end your game and return to Windows.

INPUT MENU



All controls in the *Harry Potter and the Chamber of Secrets* game are user definable. To change a control, **left-click** on the dialogue box, so that it is highlighted, then press the new key. The new controls are set.

Note: The computer remembers two key presses for each action so **click** again if you want to set a control to one key only.

MOUSE SPEED

Click and **drag** the slider. The further you drag the slider to the right, the more sensitive the mouse is to your input.

INVERT MOUSE

Some users may prefer to have their mouse input reversed.

AUTO CENTRE CAMERA

While **ON**, the camera snaps to an easy to view position just behind Harry.

INVERT BROOM CONTROL

When checked, reverses the UP and DOWN controls when flying.

AUTO JUMP

When checked, Harry automatically jumps when he encounters a gap. Default is **OFF**.

AUTO DRINK POTION

Harry drinks any available Wiggeweld potion, if he's about to faint (**ON** by default).



SOUND AND VIDEO MENU

View Sound and Video Menu, comprising the following options:

RESOLUTION

Click to adjust the screen resolution to a number of presets.

COLOUR DEPTH

Click to choose from 16 and 32 bit colour depth (only faster PCs should try 32 bit)

TEXTURE DETAIL

Click to choose HIGH, MEDIUM or LOW detail on the textures displayed in the game.

OBJECT DETAIL

Click to select the detail on the objects displayed in game.

Note: The correct setting is vital to ensure that the game runs without undue stuttering.

BRIGHTNESS

Click the slider to adjust the game's brightness.

MUSIC VOLUME

Click the slider to adjust the volume of the music in the game.

SOUND VOLUME

Click the slider to adjust the volume of the sound effects in the game.



RETURN TO GAME/PREVIOUS SCREEN

Click this icon to return to the previous menu/continue your game.

A COMPLETE LIST OF SECOND YEAR SPELLS

Below is the full list of spells second years will be expected to learn before the end of the year. Each spell's name and some tips on its uses, as well as the icon you might see where a particular spell can be cast, are included alongside each heading.

- There is a separate section for the three wizard duelling spells.



If you do not want to spoil your learning enjoyment, you might want to skip this section.

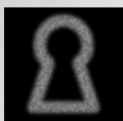


FLIPENDO

"The Knockback Jinx"

- "Pushes objects and creatures backwards."

The incantation for the Knockback Jinx is '**Flipendo**'. Flipendo can be used to 'knock back' weaker opponents or objects. It can also be employed to activate certain magically charmed switches that are out of Harry's reach or to break certain, weaker objects that may contain rewards useful to your quest.

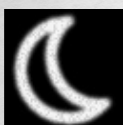


ALOHOMORA

"Unlocking Spell"

- "Opens mechanical locks."

Mechanical locks can be almost as effective as enchanted barriers in keeping the way closed to prying eyes. Unless a witch or wizard knows the '**Alohomora**' charm, of course. Cast this spell on certain mechanically locked doors, objects and secret areas to give free access to the enterprising caster.



LUMOS

"Wand Lighting Charm"

- "Reveals hidden paths and areas."

'**Lumos**' is the incantation for a useful light-giving spell. If correctly cast on the Lumos Gargoyle, the end of the caster's wand temporarily illuminates casting a revealing light over the general area. In this way, unseen entrances and platforms may be discovered in the darker parts of Hogwarts and its grounds.



SKURGE

"Scouring Charm"

- "Cleans up sticky and damaging ectoplasm."

If you encounter a sticky, green substance similar to troll bogies, blocking the doorways and pathways of Hogwarts, it could very well be ectoplasm. It's a deposit left in areas where ghosts congregate. Experience has shown the most effective way to expunge this most unpleasant substances is with the '**Skurge**' scouring charm.



DIFFINDO

"Severing Charm"

- "Cuts ropes, vines, webs and plant-based lifeforms"

The '**Diffindo**' severing charm has a variety of uses, from cutting errant plant life to cutting ropes. Its use as a pruning tool in Herbology should not be overlooked, either.



SPONGIFY

- "Bounce to the stars on a magically bouncy carpet"

Cast '**Spongify**' on special carpets and slabs to turn them into an extremely bouncy, jelly-like substance. Once activated with the 'Spongify' incantation, Harry can jump on these to bounce and soar to great heights.

WIZARD DUELLING SPELLS



RICTUSEMPRA

"Duelling Knockback charm"

- "Used in duelling with living creatures and other wizard opponents"

'**Rictusempra**' allows the skilled wizard duellist to knock back an opponent leaving him or her vulnerable to further hits. This particular incantation is extremely useful in wizard duelling.

Note: Reputed, by some, to be extremely useful for stunning Cornish pixies



EXPELLIARMUS

"Disarming Charm"

- "Repels spells back at an opponent."

'**Expelliarmus**' allows the skilled wizard duellist to rebound an opponent's spell at the original caster. As you'll find, this particular incantation is extremely useful in wizard duelling.



MIMBLE WIMBLE

"Stuttering charm"

- "Causes your opponent to mess up his or her next spell."

Casting the '**Mimble wimble**' charm at the right time in a duel can have devastating consequences. If timed properly, it will cause the unfortunate

opponent to stutter his or her spell like former Defence Against the Dark Arts teacher, Professor Quirrell. Given such an opportunity, Harry could take the upper hand with his next spell cast.

Note: Though the opponent may be mumbling ineffectually, they will still be able to move around.



OPTIONS

Choose the options you want to adjust.

- You can access the Options screen from the Front-end Menu, **left-click** the OPTIONS button before you begin your session.

To access other Sound and Video Options (Brightness, Colour Depth, Texture and Object Detail), press **ESC** in-game, and **left-click** the Sound and Video Menu icon (see p. 16).

VIDEO OPTIONS

Choose the desired renderer and resolution for the game to use BEFORE you start the game.

DESIRED RESOLUTION: **Click** to adjust the screen resolution to a number of presets.

Note: The game will automatically choose a resolution based upon the graphics card and drivers you have installed on your PC, though you can change this if you want to

Note: Depending on your PC's technical specification, you may find that the game's image stutters if you set the resolution options too high. Your PC will automatically attempt to choose the optimum specification upon installation. However, you may find adjusting the above settings will improve the game's performance.

SOUND OPTIONS

SOUND VOLUME: **Left-click** on the bar to adjust the volume level of the game's sound effects.

MUSIC VOLUME: **Left-click** on the bar to adjust the game's music level.

Note: For more control, **left-click**, hold and drag on the slider itself.

DISABLE ALL SOUND: Check this box to play the game with no sound.

JOYSTICK

Open your PC's Gaming Options to select the desired 'plug-and-play' game controller.

SAVING & LOADING

SAVING AN ADVENTURE:



You must find a save game point in Hogwarts, which takes the form of a weighty magical book, known simply as a Save Book. Walk up to the book to save your game.

TO START A SAVED ADVENTURE:

1. The next time you start the game, **click** LOAD GAME and the Loading Game screen appears.
2. Simply **click** on the previously used slot of your choice (Each slot with a saved game states USED).
3. The game loads and you continue from the last point at which you saved.
 - Alternatively, **left-click** NEW GAME to begin a new game.
 - If Harry faints, you'll restart the game from the last save point.

REPLACING A SAVED ADVENTURE

1. The next time you start the game, **click** NEW GAME and the New Game screen appears.
2. Now, **click** on a USED save game slot and at the prompt confirm that you want to replace the previously saved game with a NEW GAME.

Note: If your PC is used by more than one person, check before you overwrite someone else's slot.

CREATURE DESCRIPTIONS

You will encounter all manner of creatures during your adventure. If you are having problems defeating them or are simply interested in reading a little bit about them, you may find the below descriptions of use:



Don't read the below you do not want to spoil the joy of discovery and learning for yourself

Bowtruckle



Guardians of the Wiggen tree, these small and well-camouflaged creatures will defend their territory fiercely. However, they are vulnerable to a well-aimed Diffindo spell. Perhaps due to their close relationship with the Wiggen tree, they'll drop a piece of Wiggen tree bark, one of the ingredients used in the preparation of stamina-curing Wiggenweld potion.

Cornish Pixies



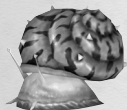
These mischievous creatures are electric blue and about eight inches high, but don't let their small size fool you – they can be dangerous when roused. Since some escaped from a Defence Against the Dark Arts lesson, they buzz and whiz about Hogwarts' darker areas. Try your Rictusempra spell on them from a distance because if you get too close to them, they'll swoop down and bite you.

Fire Crab



Don't let the pretty jewels on the shell of these tortoise-like crabs fool you, they can "turn" on you in a heartbeat – blasting scorchingly hot fireballs from their rear ends. Fire crabs can grow to enormous size, so knowing how to deal with them is essential. A well-targeted Rictusempra spell will flip the creature onto its back, though larger specimens may need multiple hits to be effectively stunned. Once on its back, use Flipendo to push the stunned fire crab around.

Giant Orange Snails



These slimy, slithering beasts leave a bright trail of poisonous slime that is very harmful if touched. Use the Rictusempra spell to stop them in their tracks, then Flipendo them swiftly to push them around.

Gnomes



Though renowned for being garden pests, gnomes also live in caves, within Hogwarts and on its grounds. These blighters come out to hunt for Bertie Botts Every Flavour Beans, when their favourite food, Horklump mushrooms, are thin on the ground. If you manage to release a gnome from a cave to dine on a patch of Horklumps, it'll be so excited that it will drop any beans it is carrying.



If a hungry gnome steals your beans, get them back by casting Flipendo on it.

Tip: It'd be wise to pick the stunned gnome up and toss it back into its cave before it comes round. A groggy gnome is not a happy gnome and will hit out at the nearest living thing it sees upon waking.

Horklumps



Horklumps are mushrooms that release a harmful (to humans) puff of purple smoke, if approached too closely. If there are no gnomes nearby to be duped into eating the Horklumps, use Diffindo to cut off the fungus head and render them relatively harmless.

Tip: Topped Horklump heads can be thrown onto other creatures to stop them in their tracks.

Imps



Like gnomes, imps also live in caves, but they're not nearly as friendly as gnomes, who aren't a bundle of laughs, themselves. The sensible witch or wizard will stun any imp he or she spots with Rictusempra and then pick it up and toss back into its cave. But, be quick! Imps can wake up at the worst times – even while you're carrying one, which could turn out to be a painful experience indeed.

Peeves



Hogwarts' resident poltergeist pest, Peeves is always up to no good. You'll find this annoying spirit popping up in the most unlikely places. Cast the ectoplasm-clearing spell Skurge on him to send him swiftly on his way.

Spiders



For some reason there are spiders all over the place this year. Smaller spiders will try to climb up on students if they stop moving for even a second. You may want to squish them to get rid of them. There may be larger spiders lurking and these will take a bit more skill to defeat.

Rictusempra might be the spell to stun them.

Tip: To remove spider's webs from blocking passages, use the cutting spell, Diffindo.

Spiky Plants



Spiky plants are pretty – from afar. Get too close to one, and it releases its harmful spikes. Cast Diffindo on the spiky plant to get it to release its spikes so that you can safely pass.

Venemous Tentaculas



It's hard to keep track of all the heads on a Venemous Tentacula. This giant plant is as dangerous as it looks. Cast the Diffindo spell on it to sever its limbs and to stun its centre.

CHARACTER DESCRIPTIONS

Below is a short primer on some of the characters from the world of Harry Potter. Please note that this is not a complete list of the characters, rather it is placed here to provide some background information as for those of you who have not read any of the Harry Potter series of novels by J.K. Rowling.

HARRY POTTER



Harry Potter is a wizard who became known as "the boy who lived" when he not only survived an attack by the evil Lord Voldemort, but actually destroyed him and his powers in the process. Having been warned by a lowly house-elf not to return to school at Hogwarts School of Witchcraft and Wizardry, Harry's looks like it will be every bit as exciting as the last.

RON WEASLEY



Ron Weasley is the sixth Weasley to attend Hogwarts. He and Harry became friends at the beginning of the first year after meeting on the Hogwarts Express. With his second-hand robe and broken wand, he is a loyal and true friend whom Harry can always count on Ron to help him out of a tight spot.

HERMIONE GRANGER



Hermione Granger is the top student in Harry's class at Hogwarts. Hermione is eager to answer questions, studies hard and is always prepared. She is also very brave and never backs down from a challenge. On more than one occasion, her bravery and intelligent play a big part in helping Harry get out of trouble.

RUBEUS HAGRID



Rubeus Hagrid is the Keeper of Keys and Grounds at Hogwarts. A giant of a man with a gentle soul and a soft spot for all magical creatures, Hagrid is one of Harry's true friends. As the Keeper of Keys and Grounds, Hagrid has much information about the school and its history.

ALBUS DUMBLEDORE



Albus Dumbledore is the highly esteemed Headmaster at Hogwarts School of Witchcraft and Wizardry. Considered by many to be the greatest wizard of all time, Dumbledore presides over Hogwarts with wisdom, patience, fairness and tremendous magical powers. In Albus Dumbledore, Harry has an unparalleled mentor and protector.

GILDEROY LOCKHART



The talented author of '*Gilderoy Lockhart's Guide to Household Pests*' and '*Magical Me*', Gilderoy Lockhart is a five time winner of *Witch Weekly's* Most-Charming-Smile Award. Gilderoy Lockhart takes the Defence Against the Dark Arts teaching post at Hogwarts during Harry's second. However, his self-described gift for dealing with dangerous magical creatures come into question soon after term commences.

PROFESSOR SEVERUS SNAPE



Professor Severus Snape is the Potions master at Hogwarts. He is also the head of Slytherin house, and he is generally found in the Dungeon at Hogwarts. Professor Snape is not very friendly to Harry, and seems to go out of his way to find any reason to deduct points from Gryffindor, especially when those deductions come at Harry's expense.

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